

**Ajani's Welcome** M19**Enchantment**

Whenever a creature enters the battlefield under your control, you gain 1 life.

*"You cannot defend others if your own well-being is neglected."*005/280 U  
M19 • EN ➔ ERIC DESCHAMPS**Marauder's Axe** M19**Artifact — Equipment**Equipped creature gets +2/+0.  
Equip **2** *(2. Attach to target creature you control. Equip only as a sorcery.)**A sharp axe solves most problems.*240/280 C  
M19 • EN ➔ MITCHELL MALLOW**Goreclaw, Terror of Qal Sisma** M19**Legendary Creature — Bear**Creature spells you cast with power 4 or greater cost **2** less to cast.  
Whenever Goreclaw, Terror of Qal Sisma attacks, each creature you control with power 4 or greater gets +1/+1 and gains trample until end of turn.*You don't want to know how she got that name.*182/280 R  
M19 • EN ➔ SVETLIN VELINOV**Murder** M19**Instant**

Destroy target creature.

*"It's not work if you enjoy it."*110/280 U  
M19 • EN ➔ TYLER JACOBSON**Ajani's Pridemate** M19

Whenever you gain life, you may put a +1/+1 counter on Ajani's Pridemate.

*"When one of us prospers, the pride prospers."*  
—Jazal Goldmane

2/2

**Swamp** M19269/280 L  
M19 • EN ➔ MIKE BIERER**Woodland Stream** M19**Land**Woodland Stream enters the battlefield tapped.  
• Add ♠ or ♦.*Waterways carve their routes through the land to reflect the paths the aether streams cut through the clouds.*260/280 C  
M19 • EN ➔ EYAL MERCER**Rrox Oracle** M19**Creature — Rhino Monk**

When Rrox Oracle enters the battlefield, draw a card.

*"The further into the future I look, the less certain my vision. Even now, the middle distance is obscured by fire."*198/280 C  
M19 • EN ➔ DAN SCOTT**Plains** M19261/280 L  
M19 • EN ➔ JOHN AVON**Volley Veteran** M19

When Volley Veteran enters the battlefield, it deals damage to target creature an opponent controls equal to the number of Goblins you control.

*"Fill the sky with stuff!"*

4/2

**Swamp** M19271/280 L  
M19 • EN ➔ CHRISTINE CHOI**Brawl-Bash Ogre** M19**Creature — Ogre Warrior***Menace (This creature can't be blocked except by two or more creatures.)*  
Whenever Brawl-Bash Ogre attacks, you may sacrifice another creature. If you do, Brawl-Bash Ogre gets +2/+2 until end of turn.213/280 U  
M19 • EN ➔ EYAL AMUNDSEN**Thud** M19**Sorcery**As an additional cost to cast this spell, sacrifice a creature.  
Thud deals damage equal to the sacrificed creature's power to any target.*"Give 'em a push."*  
—Mogwin, goblin delinquent163/280 U  
M19 • EN ➔ KEV WALKER**Act of Treason** M19**Sorcery**Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. *(It can attack and is this turn.)**She learned a tragic lesson that day: even the purest can be corrupted when the heart's emotions are twisted.*127/280 C  
M19 • EN ➔ ERIC DESCHAMPS**Ravenous Harpy** M19**Flying***1. Sacrifice another creature: Put a +1/+1 counter on Ravenous Harpy.**A harpy's hoard is a filthy, bloodstained pile of trinkets and corpses.*

1/2

**Fell Specter** M19**Flying**When Fell Specter enters the battlefield, target opponent discards a card.  
Whenever an opponent discards a card, that player loses 2 life.016/280 U  
M19 • EN ➔ DIMITAR MARINSKI**Bone Dragon** M19**Creature — Dragon Skeleton***Flying*  
*3 ‡. Exile seven other cards from your graveyard: Return Bone Dragon from your graveyard to the battlefield tapped.**Its roar is the clatter of a thousand bones.*018/280 M  
M19 • EN ➔ JASON A. ENGEL**Isolate** M19**Instant***Exile target permanent with converted mana cost 1.*  
*Threefold were his crimes, doubled were his pleas, singular was his fate.*019/280 R  
M19 • EN ➔ VICTOR ADAME MINGUEZ**Plague Mare** M19**Creature — Nightmare Horse***Plague Mare can't be blocked by white creatures.*  
*When Plague Mare enters the battlefield, creatures your opponents control get -1/-1 until end of turn.**When it passes, those who sleep dream of sickness and death.*114/280 U  
M19 • EN ➔ G-HOST LEE**One with the Machine** M19*Draw cards equal to the highest converted mana cost among artifacts you control.**"When I grafted the Planar Bridge into myself I felt my Planeswalker spark flare beyond my body. The Multiverse was my plaything. It felt . . . incredible."*  
—Tezzert

2/2

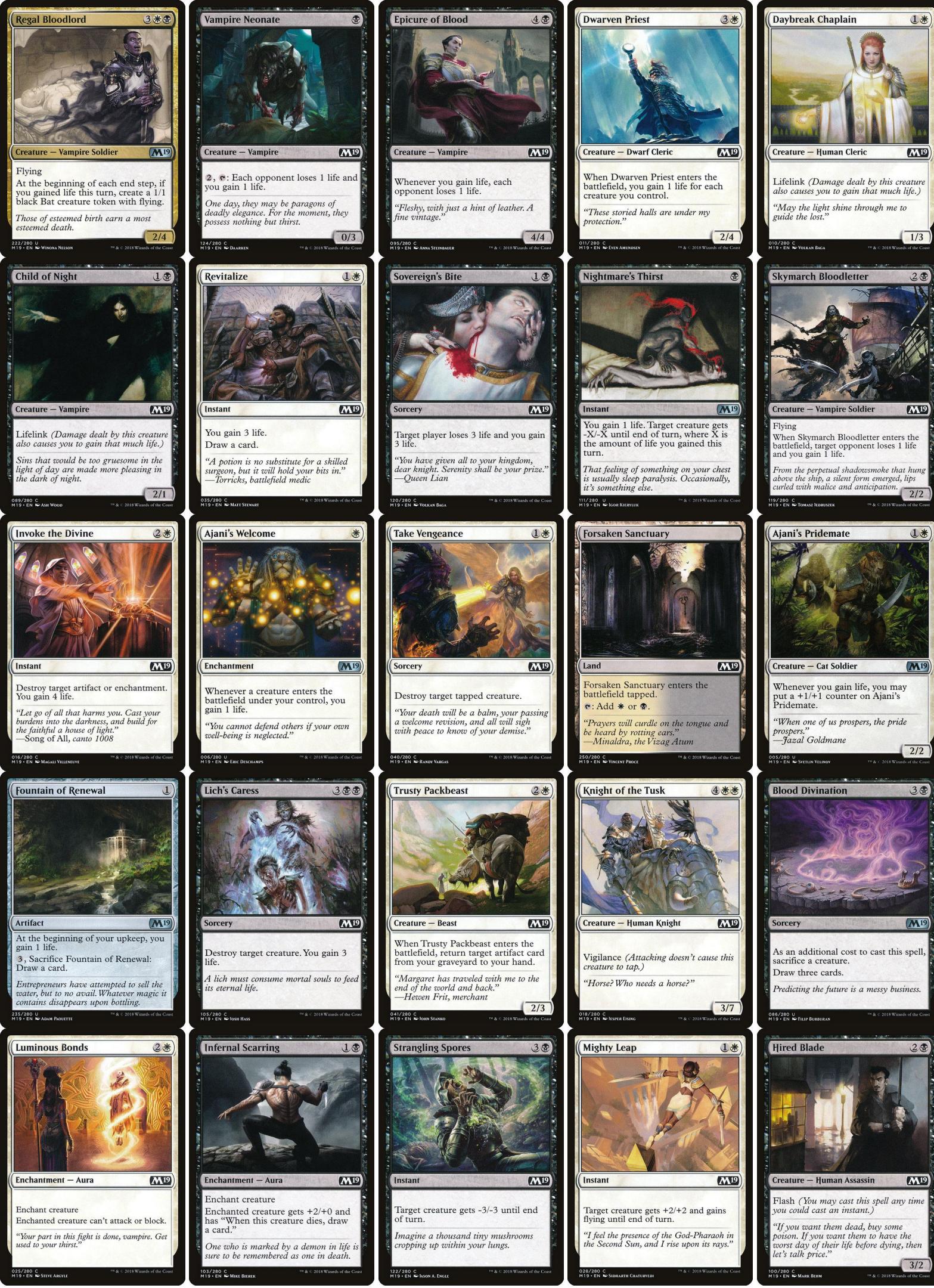
066/280 R  
M19 • EN ➔ CHASE STONE

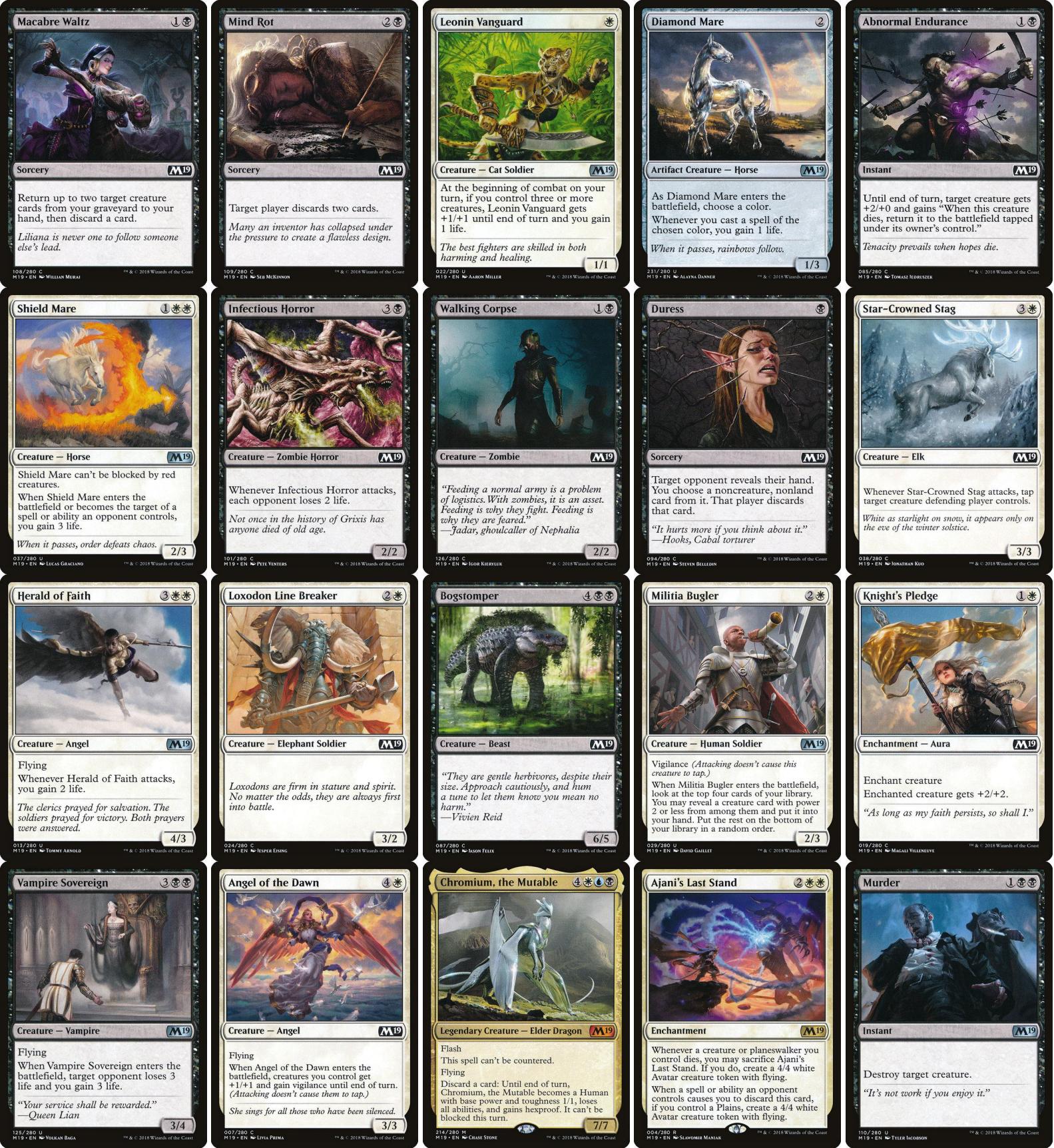
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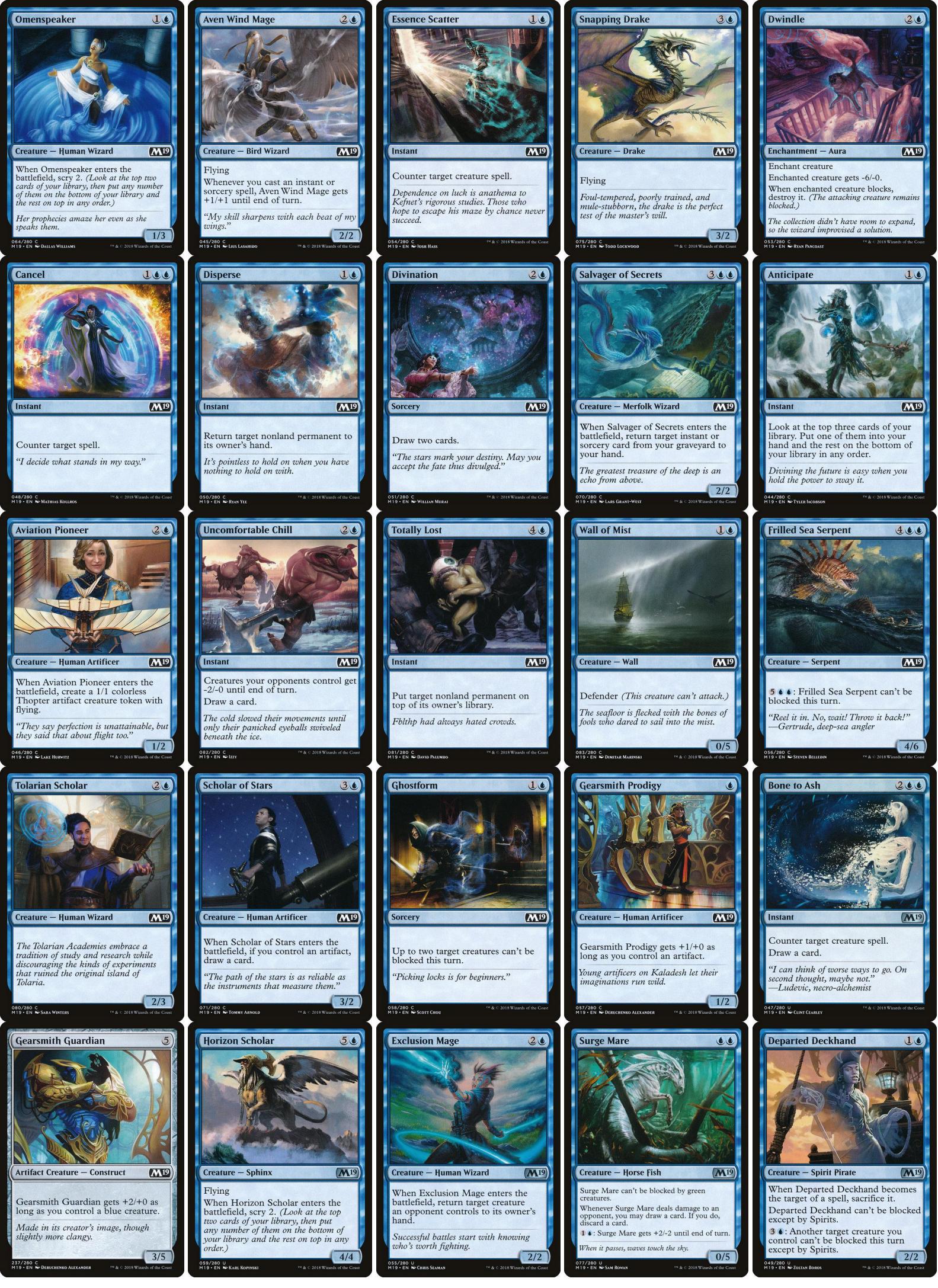
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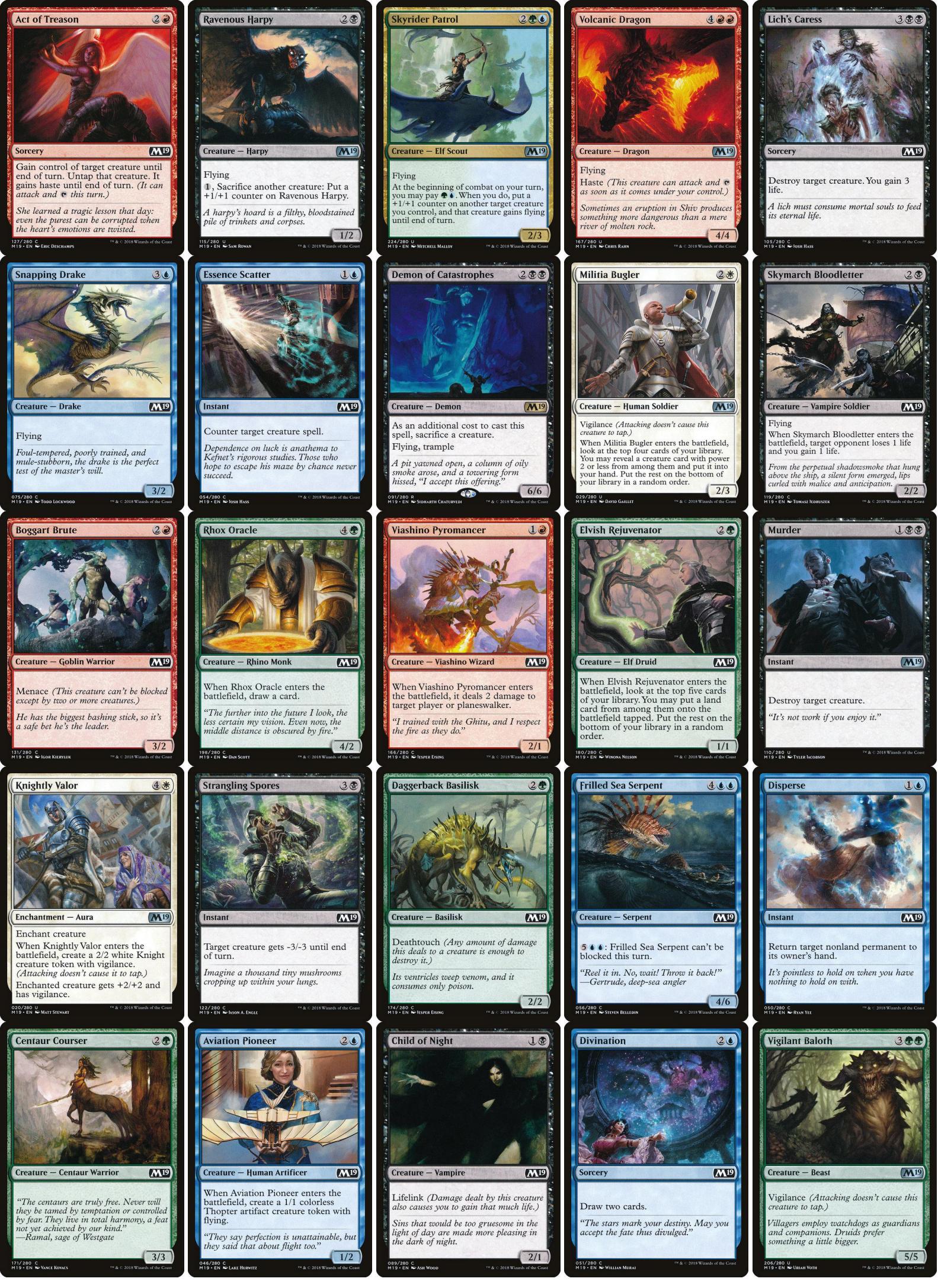




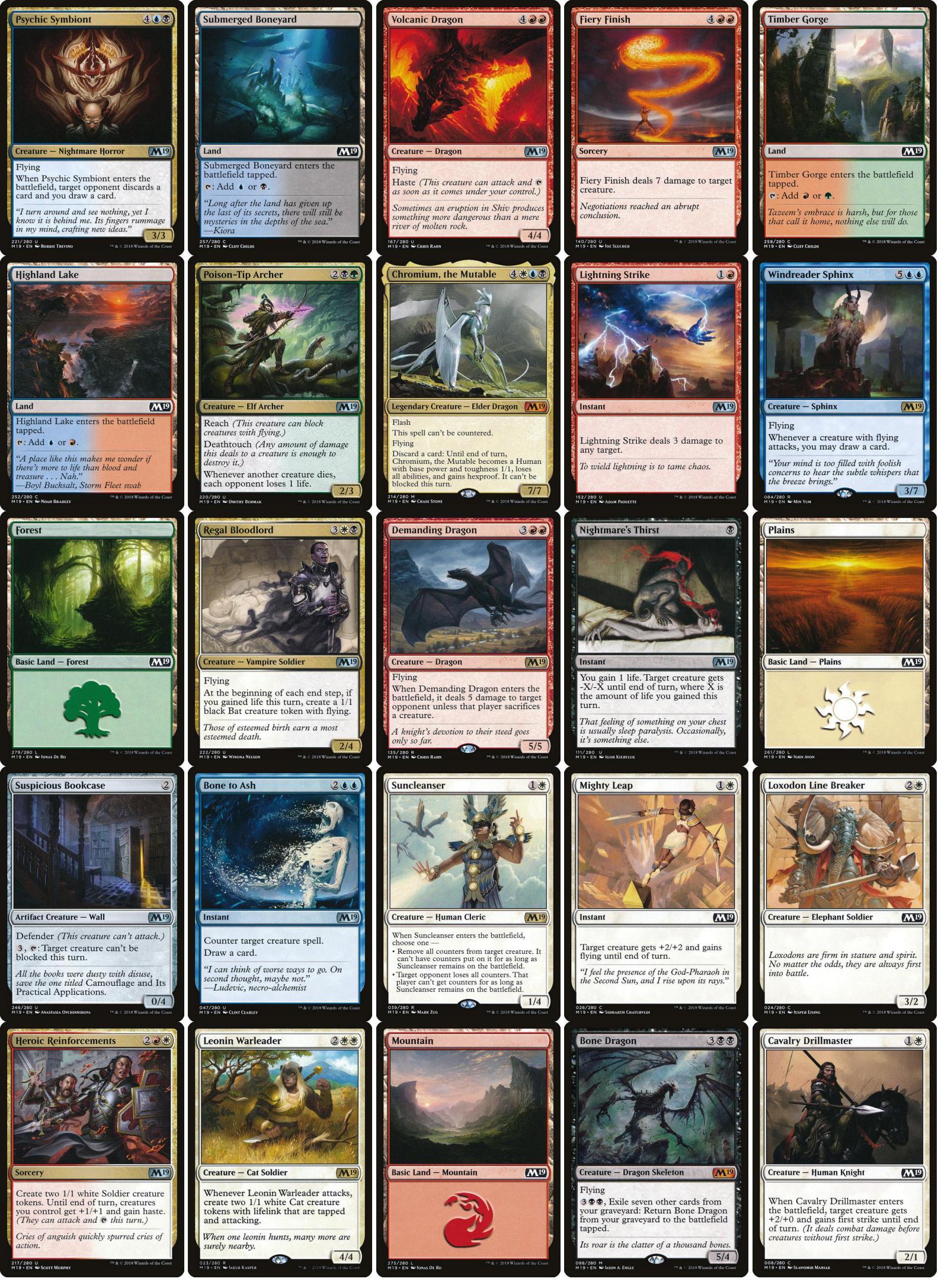


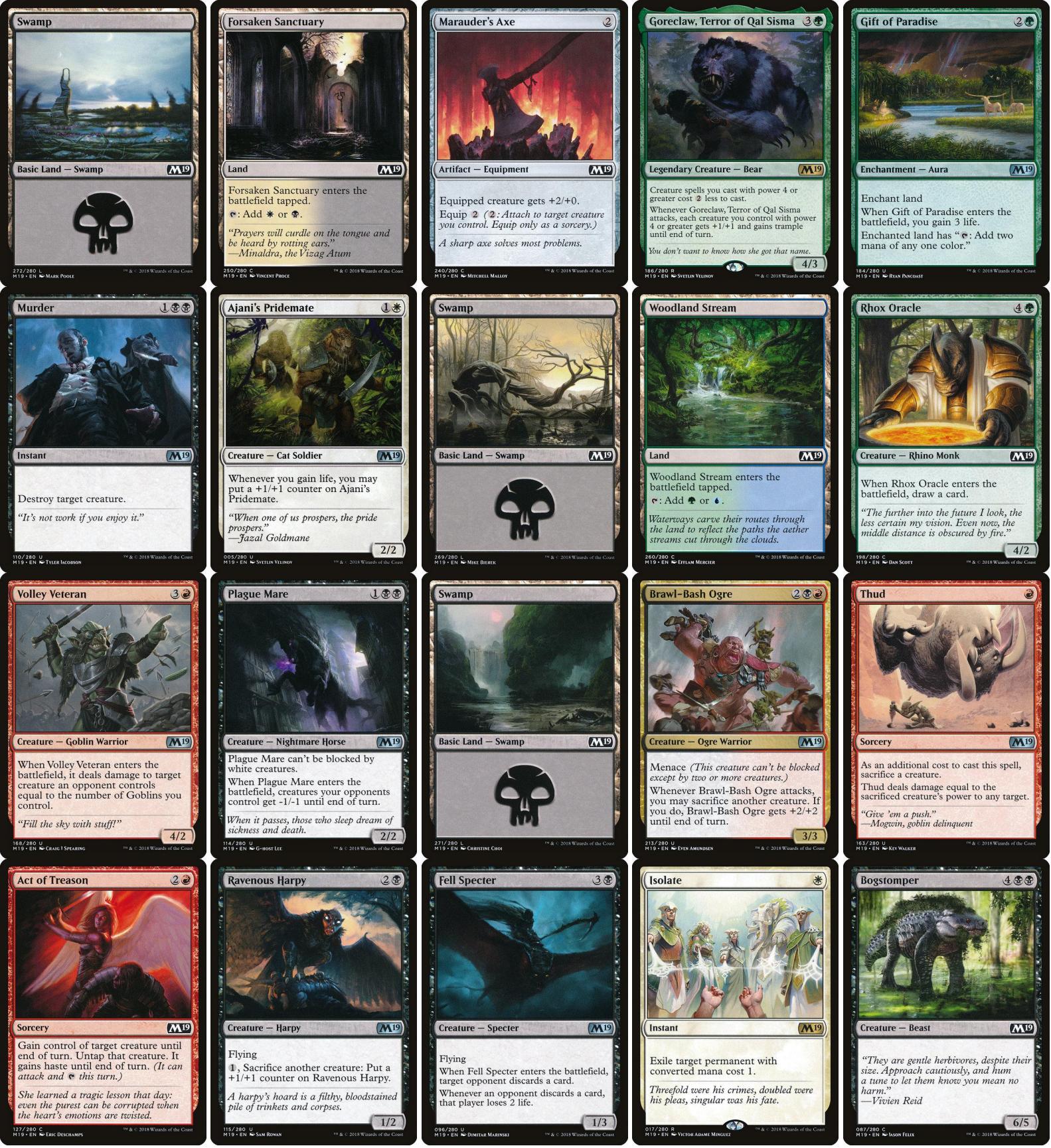














Creature — Dragon M19

Flying

When Sparktongue Dragon enters the battlefield, you may  $\text{tap}$ . When you do, it deals 3 damage to any target. Fools believe that Kolaghan's brood follows lightning storms. The wise know that it is the other way around.

3/3

159/280 C M19 • EN ▶ DAAREN

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Instant M19

Spit Flame deals 4 damage to target creature.

Whenever a Dragon enters the battlefield under your control, you may  $\text{tap}$ . If you do, return Spit Flame from your graveyard to your hand.

160/280 R M19 • EN ▶ CHRIS RAINH

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Creature — Drake M19

Flying

Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard.

Many initiates believe it possesses secrets beyond imagining. Many have become meals trying to learn them.

\*4

161/280 U M19 • EN ▶ STEVE ARGYLE

TM & © 2018 Wizards of the Coast



Instant M19

Electrify deals 4 damage to target creature.

"Some hid from the storm. I embraced it and learned its name."

159/280 C M19 • EN ▶ CRAIG SPEARING

TM & © 2018 Wizards of the Coast



Enchantment M19

Whenever you cast a creature spell with power 4, 5, or 6, Sarkhan's Unsealing deals 4 damage to any target.

Whenever you cast a creature spell with power 7 or greater, Sarkhan's Unsealing deals 4 damage to each opponent and each creature and planeswalker they control.

158/280 R M19 • EN ▶ DAAREN

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Sorcery M19

As an additional cost to cast this spell, discard a card. Draw two cards.

"Unwelcome thoughts crowd my mind. Are they my own madness, or the whispers of another?" —Sarkhan Vol

162/280 C M19 • EN ▶ VOLKAN BAGA

TM & © 2018 Wizards of the Coast



Creature — Devil M19

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

For devils, burning things is the highest form of comedy, diversion, and artistic expression.

4/3

146/280 C M19 • EN ▶ VIKTOR TETOV

TM & © 2018 Wizards of the Coast



Instant M19

Shock deals 2 damage to any target.

The tools of invention became the weapons of revolution.

156/280 C M19 • EN ▶ JASON RAINVILLE

TM & © 2018 Wizards of the Coast



Creature — Dragon Eggs M19

Defender (This creature can't attack.) When Dragon Egg dies, create a 2/2 red Dragon creature token with flying and " $\text{tap}$ ". This creature gets +1/+0 until end of turn.

Dragon birth lairs are littered with treasure to entice the young from their eggs.

0/2

159/280 C M19 • EN ▶ JACK WANG

TM & © 2018 Wizards of the Coast



Sorcery M19

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and  $\text{tap}$  this turn.)

She learned a tragic lesson that day: even the purest can be corrupted when the heart's emotions are twisted.

127/280 C M19 • EN ▶ ERIC DESCHAMPS

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Sorcery M19

Fiery Finish deals 7 damage to target creature.

Negotiations reached an abrupt conclusion.

164/280 C M19 • EN ▶ JOE SLECHTER

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Creature — Dragon M19

Flying Haste (This creature can attack and  $\text{tap}$  as soon as it comes under your control.)

Sometimes an eruption in Shív produces something more dangerous than a mere river of molten rock.

4/4

167/280 U M19 • EN ▶ CHRIS RAINH

TM & © 2018 Wizards of the Coast



Creature — Ogre Warrior M19

The ogres you know are nothing like the Onakke. Possessing both intellect and industry, they had brute strength without being brutish.

4/2

153/280 C M19 • EN ▶ MATTHIAS KOLLROS

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Sorcery M19

Lava Axe deals 5 damage to target player or planeswalker.

"Catch!"

150/280 C M19 • EN ▶ BRIAN SNODDY

TM & © 2018 Wizards of the Coast



Creature — Elemental M19

It treads on feet of coals and strikes with the force of a volcano.

5/4

141/280 C M19 • EN ▶ SŁAWOMIR MANIAK

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Creature — Giant Warrior M19

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

$\text{tap}$ : Target creature can't block this turn.

No rampart can withstand the fury of a giant.

6/3

157/280 U M19 • EN ▶ EVEN AMUNDSEN

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Creature — Goblin Shaman M19

Whenever you cast an instant or sorcery spell, Guttersnipe deals 2 damage to each opponent.

"I found a new toy. Wanna play?"

2/2

145/280 U M19 • EN ▶ MATTHIAS KOLLROS

TM & © 2018 Wizards of the Coast



Creature — Elemental M19

Sacrifice Catalyst Elemental: Add  $\text{tap}$ .

As the hyperstorm generator crept past redline, a being emerged from the arc.

2/2

152/280 C M19 • EN ▶ DERUCHENKO ALEXANDER

TM & © 2018 Wizards of the Coast



Creature — Minotaur M19

Haste (This creature can attack and  $\text{tap}$  as soon as it comes under your control.)

The bellow of a minotaur always translates to "charge."

3/3

147/280 C M19 • EN ▶ JOE SLECHTER

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Artifact M19

Whenever a Dragon enters the battlefield under your control, put a gold counter on Dragon's Hoard.

$\text{tap}$ : Remove a gold counter from Dragon's Hoard; Draw a card.

$\text{tap}$ : Add one mana of any color.

5/4

252/280 R M19 • EN ▶ ADAM PAQUETTE

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Land M19

Highland Lake enters the battlefield tapped.

$\text{tap}$ : Add  $\text{tap}$  or  $\text{tap}$ .

"A place like this makes me wonder if there's more to life than blood and treasure ... Nah."

"Boyl Bucksalt, Storm Fleet swab

253/280 C M19 • EN ▶ NOAH BRADLEY

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Artifact M19

Add one mana of any color.

Planewalkers seek out great monuments throughout the Multiverse, knowing that their builders were unwittingly drawn by the convergence of mana in the area.

239/280 C M19 • EN ▶ RYAN YEE

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Instant M19

Destroy target artifact.

The creation of new weapons demands the destruction of others.

158/280 C M19 • EN ▶ ZOLTAN BOROS

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Sorcery M19

As an additional cost to cast this spell, sacrifice a creature.

Thud deals damage equal to the sacrificed creature's power to any target.

"Give 'em a push."

—Mogwin, goblin delinquent

161/280 U M19 • EN ▶ KEY WALKER

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Creature — Hellion M19

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

At the beginning of each end step, if Inferno Hellion attacked or blocked this turn, its owner shuffles it into their library.

7/3

148/280 U M19 • EN ▶ JASON A. ENGLE

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Sorcery **M19**

Creatures you control gain trample until end of turn. (A creature with trample can deal excess combat damage to the player or planeswalker it's attacking.)

Draw a card.

133/280 C  
M19 • EN ➔ IZZY



Creature — Elemental Horse **M19**

This spell can't be countered. Lightning Mare can't be blocked by blue creatures.

**1** **2**: Lightning Mare gets +1/+0 until end of turn.

When it passes, storm clouds bolt across the land.

3/1

151/280 U  
M19 • EN ➔ LUCAS GRACIANO



Instant **M19**

Lightning Strike deals 3 damage to any target.

To wield lightning is to tame chaos.

152/280 U  
M19 • EN ➔ ADAM PAQUETTE



Creature — Goblin Warrior **M19**

When Volley Veteran enters the battlefield, it deals damage to target creature an opponent controls equal to the number of Goblins you control.

"Fill the sky with stuff!"

4/2

168/280 U  
M19 • EN ➔ CRAIG SPEARING



Creature — Goblin Warrior **M19**

Menace (This creature can't be blocked except by two or more creatures.)

He has the biggest bashing stick, so it's a safe bet he's the leader.

3/2

131/280 C  
M19 • EN ➔ IGOR KERLYUK



Instant **M19**

Target creature gets +3/+0 and gains first strike until end of turn. (It deals combat damage before creatures without first strike.)

To survive imminent doom, it sometimes takes a foathardy soul who acts first and feels later.

161/280 C  
M19 • EN ➔ KARL KASPER



Sorcery **M19**

When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

First the insult, then the encore.

137/280 U  
M19 • EN ➔ EYEN AMUNDSEN



Creature — Goblin Warrior **M19**

**2**: Target creature gains haste until end of turn. (It can attack and **2** this turn.)

Small words stoke large flames.

143/280 C  
M19 • EN ➔ JOHANN BOJIN



Legendary Creature — Dragon **M19**

Flying Whenever another nontoken Dragon enters the battlefield under your control, create a 5/5 red Dragon creature token with flying.

**1** **2**: Dragons you control get +1/+0 until end of turn.

149/280 R  
M19 • EN ➔ ALEX KONSTAD



Creature — Human Wizard **M19**

**2**, **2**, Discard a card: Draw a card.

**2** **2**, **W**, Sacrifice Dismissive Pyromancer: It deals 4 damage to target creature.

"Burn. Burn. Keep. Burn."

2/2

136/280 C  
M19 • EN ➔ BRAM SELS



Land **M19**

Timber Gorge enters the battlefield tapped.

**W**: Add **2** or **W**.

Tazem's embrace is harsh, but for those that call it home, nothing else will do.

258/280 C  
M19 • EN ➔ CLIFF CHILDE



Artifact **M19**

**3**, **W**: Draw a card.

Knowledge itself is neither good nor evil. Just as the wrong book in the wrong hands could doom all existence, the same book in the right hands could save it.

227/280 U  
M19 • EN ➔ NIC KLEIN



Legendary Planeswalker — Sarkhan **M19**

**+1**: You may discard a card. If you do, draw a card.

**+1**: Add two mana in any combination of colors. Spend this mana only to cast Dragon spells.

**-7**: Create four 5/5 red Dragon creature tokens with flying.

154/280 M  
M19 • EN ➔ GRZEGORZ RUTKOWSKI



Sorcery **M19**

Destroy target land. Creatures without flying can't block this turn.

"You will kneel before me, even if I have to split the earth under your feet!" —Ash Kronor, Keldon warlord

162/280 U  
M19 • EN ➔ JOHN ARON



Artifact **M19**

**3**, **W**, Sacrifice Explosive Apparatus: It deals 2 damage to any target.

"Souls are volatile things. When compressed and loaded into a handheld device, their destructive potential is quite impressive." —Dierk, geistmage

2/2

233/280 C  
M19 • EN ➔ LINDSEY LOOK



Creature — Viashino Wizard **M19**

When Viashino Pyromancer enters the battlefield, it deals 2 damage to target player or planeswalker.

"I trained with the Ghitu, and I respect the fire as they do."

2/1

168/280 C  
M19 • EN ➔ JESPER EISING



Artifact Creature — Thopter **M19**

Flying

When Skyscanner enters the battlefield, draw a card.

The municipal senate makes extensive use of the thopters, mostly to gather dirt on rival senators.

1/1

245/280 C  
M19 • EN ➔ ADAM PAQUETTE



Artifact Creature — Wall **M19**

Defender (This creature can't attack.)

**3**, **W**: Target creature can't be blocked this turn.

All the books were dusty with disuse, save the one titled Camouflage and Its Practical Applications.

0/4

154/280 U  
M19 • EN ➔ ANASTASIA OYCHINNIKOVA



Sorcery **M19**

Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented.

For Sarkhan Vol, the dragon is the purest expression of life's savage splendor.

162/280 R  
M19 • EN ➔ RAYMOND SWANLAND

## Stone Quarry



Land M19

Stone Quarry enters the battlefield tapped.

C: Add  $\diamond$  or  $*$ .

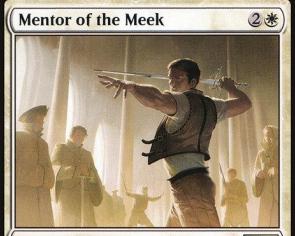
The bedrock has many gifts to give.

265/280 C  
M19 • EN EFTALI MERCIER

Sorcery M19

Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and C this turn.)

Cries of anguish quickly spurred cries of action.

217/280 U  
M19 • EN SCOTT MURPHY

Creature — Human Soldier M19

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

In these halls there is no pass or fail. Your true test comes with the first full moon.

2/2

227/280 R  
M19 • EN JANA SCHIRMER & JOHANNES VOSS

Enchantment M19

Whenever a creature or planeswalker you control dies, you may sacrifice Ajani's Last Stand. If you do, create a 4/4 white Avatar creature token with flying.

When a spell or ability an opponent controls causes you to discard this card, if you control a Plains, create a 4/4 white Avatar creature token with flying.

604/280 R  
M19 • EN SLAVOMIR MANAK

Instant M19

You gain 1 life. Target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn.

That feeling of something on your chest is usually sleep paralysis. Occasionally, it's something else.

111/280 U  
M19 • EN IGOR KERLYUK

Creature — Dragon M19

Flying

Haste (This creature can attack and C as soon as it comes under your control.)

Sometimes an eruption in Shir produces something more dangerous than a mere river of molten rock.

4/4

167/280 U  
M19 • EN CHRIS RAIN

Sorcery M19

Fiery Finish deals 7 damage to target creature.

Negotiations reached an abrupt conclusion.

140/280 U  
M19 • EN JOE SLUCER

Land M19

Timber Gorge enters the battlefield tapped.

C: Add  $\diamond$  or  $*$ .

Tazeem's embrace is harsh, but for those that call it home, nothing else will do.

258/280 C  
M19 • EN CLIFF CHILDS

Land M19

Highland Lake enters the battlefield tapped.

C: Add  $\diamond$  or  $*$ .

A place like this makes me wonder if there's more to life than blood and treasure... Nah.

—Boyl Bucksalt, Storm Fleet swab

252/280 C  
M19 • EN NOAH BRADLEY

Creature — Elf Archer M19

Reach (This creature can block creatures with flying.)

Deathstroke (Any amount of damage this deals to a creature is enough to destroy it.)

Whenever another creature dies, each opponent loses 1 life.

2/3

220/280 U  
M19 • EN DMITRY BURNAK

Legendary Creature — Elder Dragon M19

Flash

This spell can't be countered.

Flying

Discard a card. Until end of turn, Chromium, the Mutable becomes a Human with base power and toughness 1/1, loses all abilities, and gains hexproof. It can't be blocked this turn.

7/7

214/280 M  
M19 • EN CHASE STONE

Instant M19

Lightning Strike deals 3 damage to any target.

To wield lightning is to tame chaos.

152/280 U  
M19 • EN ADAM PAQUETTE

Basic Land — Forest M19

Forest

279/280 L  
M19 • EN JONAS DE RO

Creature — Vampire Soldier M19

Flying

At the beginning of each end step, if you gained life this turn, create a 1/1 black Bat creature token with flying.

Those esteemed birth earn a most esteemed death.

2/4

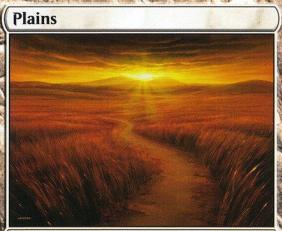
222/280 U  
M19 • EN WINONA NELSON

Creature — Sphinx M19

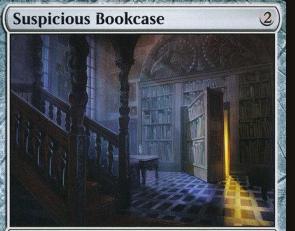
Flying

When Horizon Scholar enters the battlefield, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

4/4

059/280 U  
M19 • EN KARL KOPINSKI

Basic Land — Plains M19

61/280 L  
M19 • EN JOHN AVON

Artifact Creature — Wall M19

Defender (This creature can't attack.)  
3, C: Target creature can't be blocked this turn.

All the books were dusty with disuse, save the one titled Camouflage and Its Practical Applications.

0/4

246/280 U  
M19 • EN ANASTASIA OCHINIKOVA

Instant M19

Bone to Ash

Counter target creature spell.  
Draw a card.

I can think of worse ways to go. On second thought, maybe not.

—Ludevic, necro-alchemist

—Ludevic, necro-alchemist

040/280 U  
M19 • EN CLINT CEARLEY

Creature — Human Cleric M19

When Suncleaner enters the battlefield, choose one —

• Remove all counters from target creature. It can't have counters put on it as long as Suncleaner remains on the battlefield.

• Target opponent loses all counters. That player can't get counters for as long as Suncleaner remains on the battlefield.

1/4

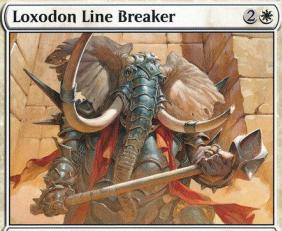
039/280 R  
M19 • EN MARK ZUG

Instant M19

Target creature gets +2/+2 and gains flying until end of turn.

I feel the presence of the God-Pharaoh in the Second Sun, and I rise upon its rays."

4/4

028/280 C  
M19 • EN SIDDARTH CHATURVEDI

Creature — Elephant Soldier M19

Loxodons are firm in stature and spirit. No matter the odds, they are always first into battle.

3/3

024/280 C  
M19 • EN JESPER ERSING

Creature — Sphinx M19

Flying  
Whenever a creature with flying attacks, you may draw a card.

Your mind is too filled with foolish concerns to hear the subtle whispers that the breeze brings.

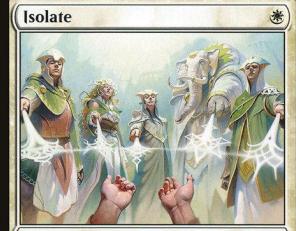
3/7

084/280 R  
M19 • EN MIN YUM

Basic Land — Mountain M19

Mountain

Isolate

275/280 L  
M19 • EN JONAS DE RO

Instant M19

Exile target permanent with converted mana cost 1.

Threefold were his crimes, doubled were his pleas, singular was his fate.

017/280 R  
M19 • EN VICTOR ADAME MINGUEZ

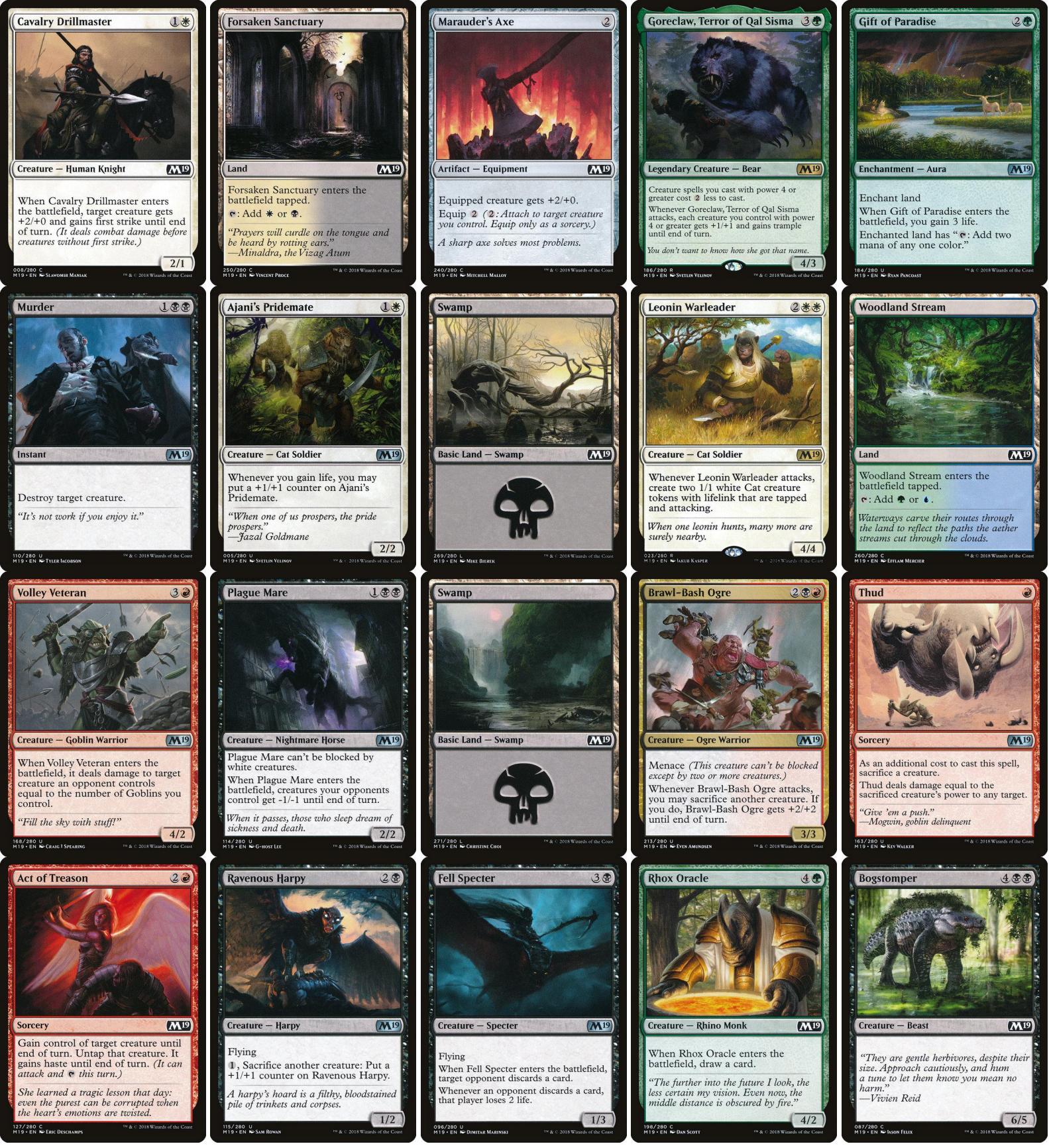
Creature — Dragon Skeleton M19

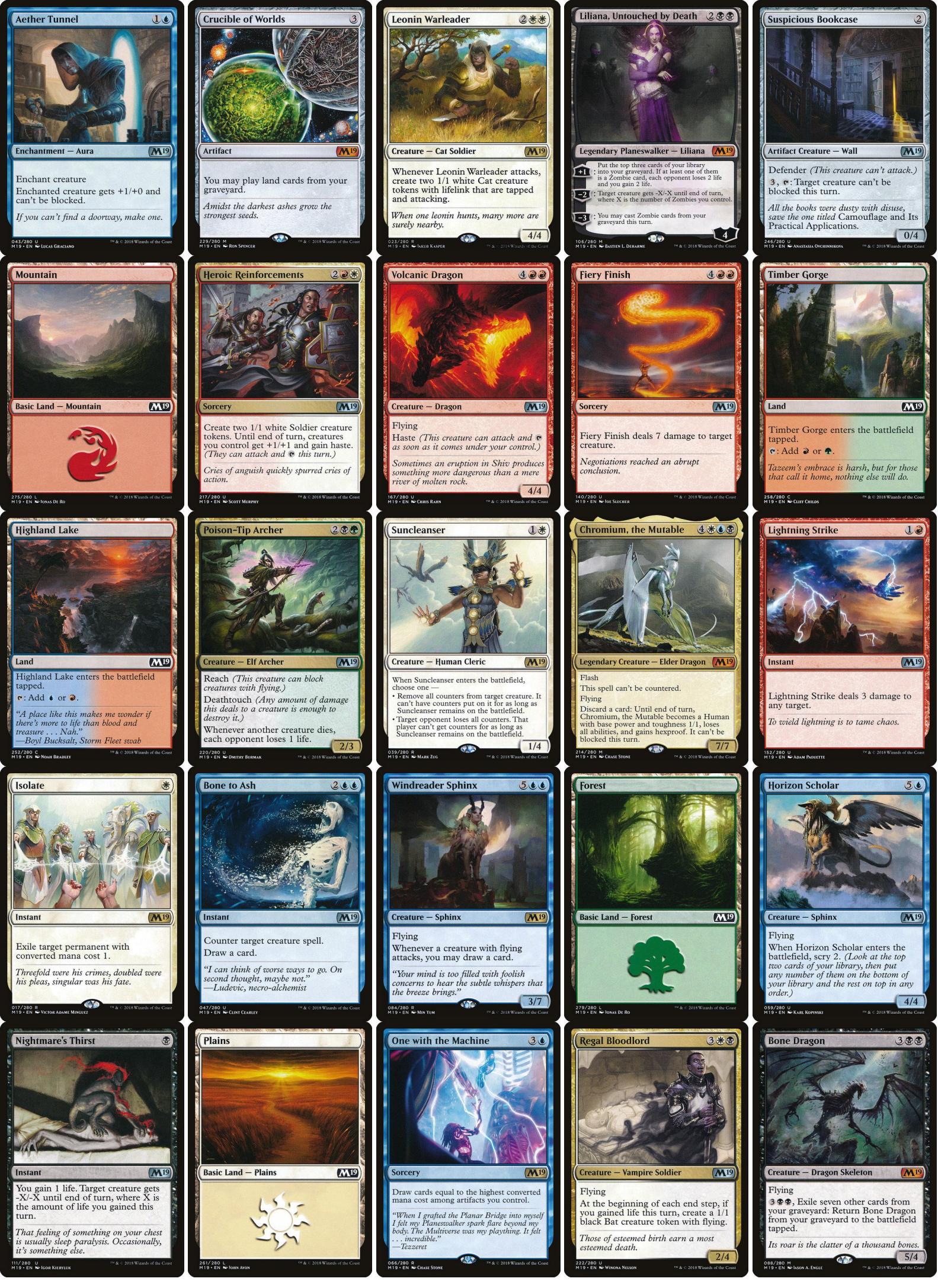
Flying  
3, C, Exile seven other cards from your graveyard: Return Bone Dragon from your graveyard to the battlefield tapped.

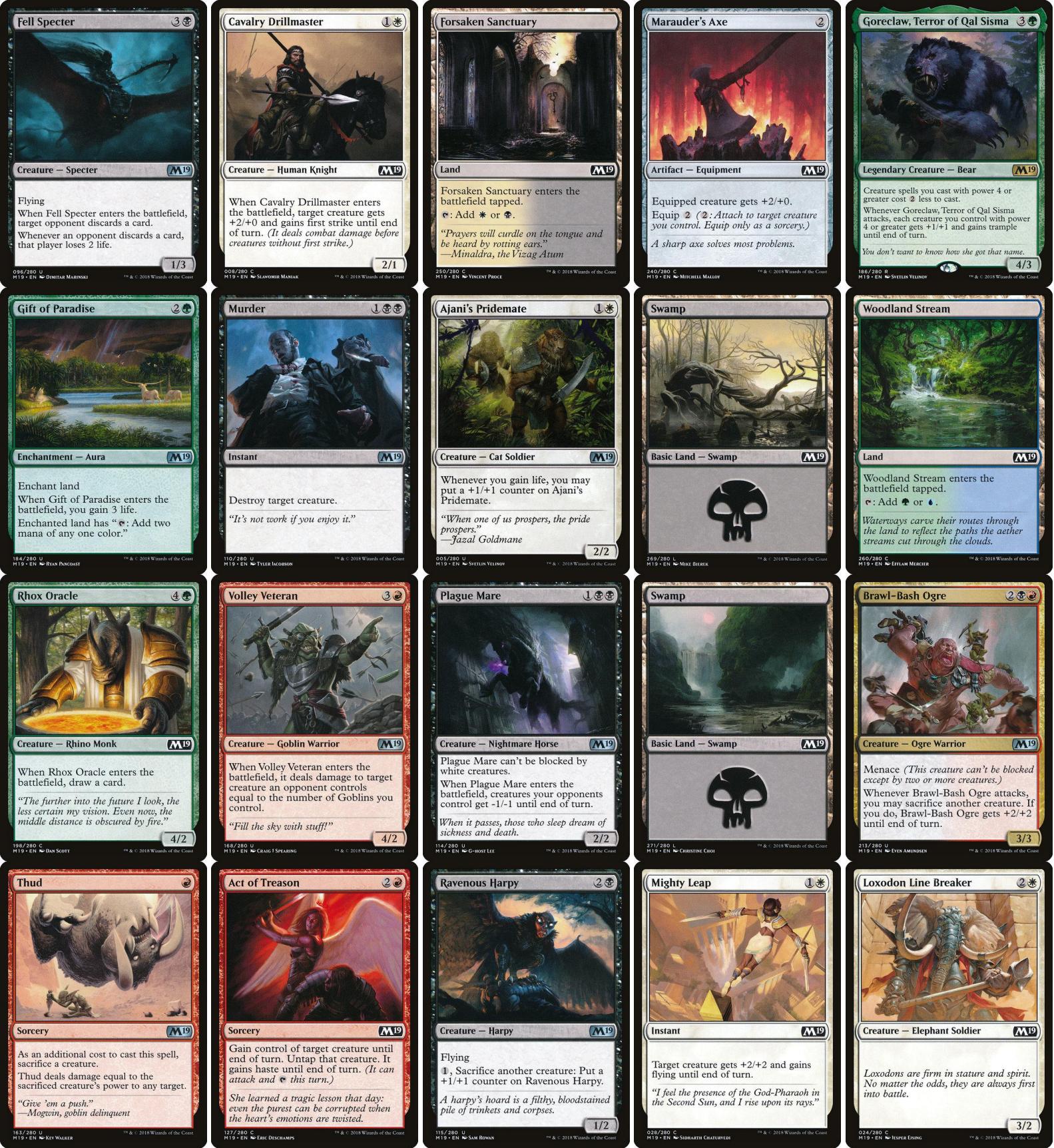
Its roar is the clatter of a thousand bones.

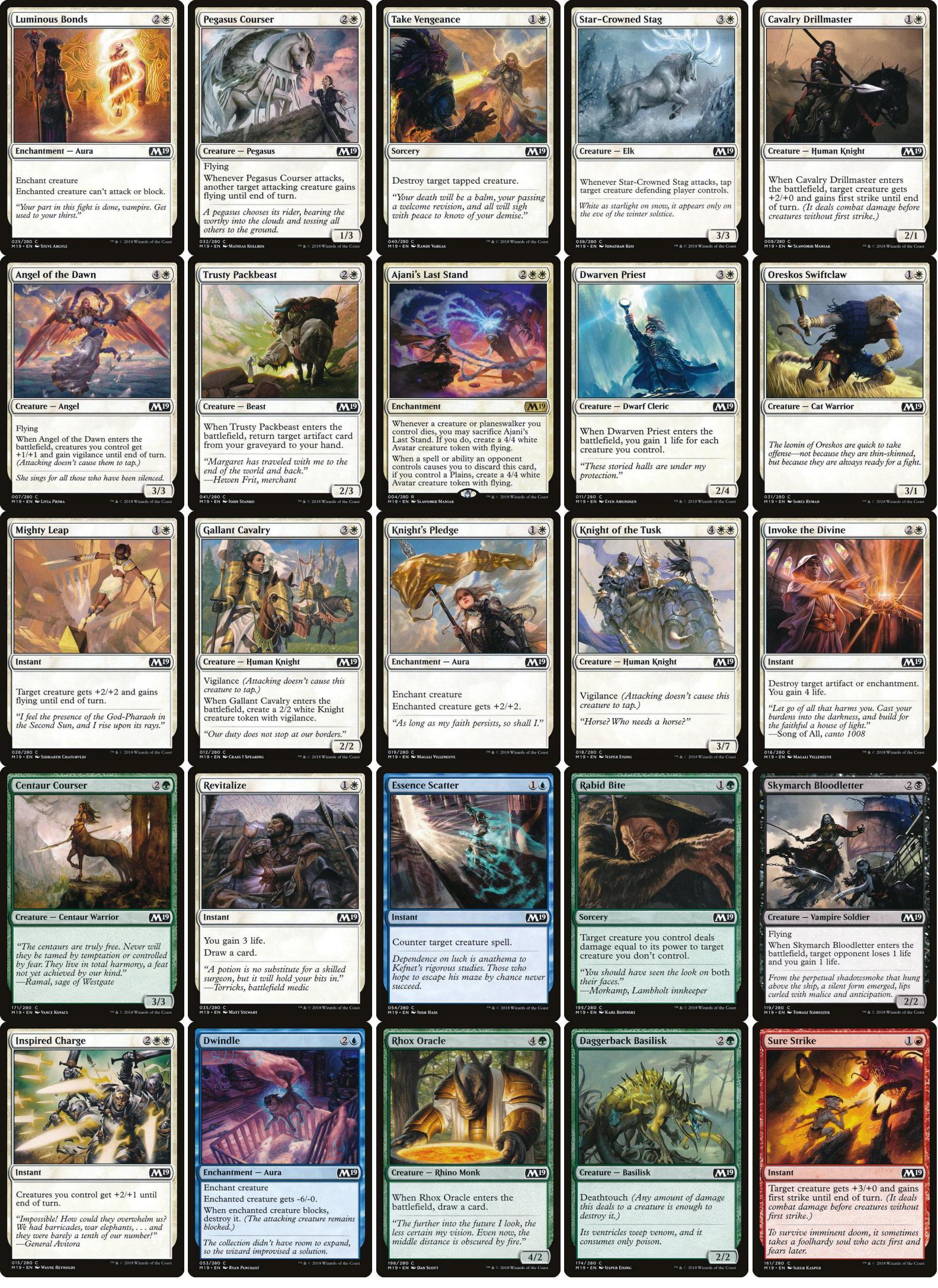
5/4

058/280 M  
M19 • EN JASON A. ENGLE









Daybreak Chaplain



Creature — Human Cleric

Lifelink (*Damage dealt by this creature also causes you to gain that much life.*)

"May the light shine through me to guide the lost."

1/3

010/280 C M19 • EN VOLKAN BAGA

Goblin Instigator



Creature — Goblin Rogue

When Goblin Instigator enters the battlefield, create a 1/1 red Goblin creature token.

"We can take 'em. You go first!"

1/1

142/280 C M19 • EN PHILIP BURBURN

Giant Spider



Creature — Spider

Reach (*This creature can block creatures with flying.*)

"After everything I've survived, it's hard to be frightened by anything anymore."

—Vivien Reid

2/4

183/280 C M19 • EN RANDY GALLEGO

Hieromancer's Cage



Enchantment

When Hieromancer's Cage enters the battlefield, exile target nonland permanent until Hieromancer's Cage leaves the battlefield.

Law protects but also contains.

4/5

014/280 C M19 • EN JASON RAINVILLE

Thornhide Wolves



Creature — Wolf

"Halana grew brambles to create a barricade around our camp, hoping that it would keep the wolves out. That was a mistake for which we almost paid dearly."

—Alena, trapper of Kessig

204/280 C M19 • EN SCOTT MURPHY

4/5

Epicure of Blood



Creature — Vampire

Whenever you gain life, each opponent loses 1 life.

"Fleshy, with just a hint of leather. A fine vintage."

4/4

095/280 C M19 • EN ANNA STEINBAUER

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Act of Treason



Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (*It can attack and ⚡ this turn.*)

"She learned a tragic lesson that day: even the purest can be corrupted when the heart's emotions are twisted."

127/280 C M19 • EN ERIC DESCHAMPS

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Bristling Boar



Creature — Boar

Bristling Boar can't be blocked by more than one creature.

"Nicol Bolas destroyed my world. I owe it to Skalla to celebrate all life, no matter how dangerous."

—Vivien Reid

170/280 C M19 • EN STEVEN VELINO

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Snapping Drake



Creature — Drake

Flying

"Foul-tempered, poorly trained, and mule-stubborn, the drake is the perfect test of the master's will."

4/3

074/280 C M19 • EN TODD LOCKWOOD

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Gearsmith Guardian



Artifact Creature — Construct

Gearsmith Guardian gets +2/+0 as long as you control a blue creature.

Made in its creator's image, though slightly more clangy.

3/5

237/280 C M19 • EN DEBUCHENO ALEXANDER

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Greenwood Sentinel



Creature — Elf Scout

Vigilance (*Attacking doesn't cause this creature to tap.*)

Within a mile of the woodland, you will feel her eyes upon you. Within its borders, you will feel her blade.

2/2

188/280 C M19 • EN JOHANN BOHN

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Marauder's Axe



Artifact — Equipment

Equipped creature gets +2/+0. Equip **2** (**2**: Attach to target creature you control. Equip only as a sorcery.)

A sharp axe solves most problems.

240/280 C M19 • EN MITCHELL MALLOW

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Havoc Devils



Creature — Devil

Trample (*This creature can deal excess combat damage to the player or planeswalker it's attacking.*)

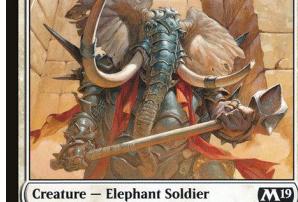
For devils, burning things is the highest form of comedy, diversion, and artistic expression.

4/3

146/280 C M19 • EN VIKTOR TITOV

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Loxodon Line Breaker



Creature — Elephant Soldier

Loxodons are firm in stature and spirit. No matter the odds, they are always first into battle.

3/2

024/280 C M19 • EN JESPER ESHING

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Electrify



Instant

Electrify deals 4 damage to target creature.

"Some hid from the storm. I embraced it and learned its name."

139/280 C M19 • EN CRAIG J SPARLING

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Titanic Growth



Instant

Target creature gets +4/+4 until end of turn.

The massive dominate through might. The tiny survive with guile. Beware the tiny who become massive.

2/2

203/280 C M19 • EN RYAN PANCOST

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Trumpet Blast



Instant

Attacking creatures get +2/+0 until end of turn.

The sound of the trumpets lights a fire in the hearts of the bold and snuffs the courage of the cowardly.

146/280 C M19 • EN STEVE PRESCOTT

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Talons of Wildwood



Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 and has trample. (*It can deal excess combat damage to the player or planeswalker it's attacking.*)

**2** **●**: Return Talons of Wildwood from your graveyard to your hand.

2/2

235/280 C M19 • EN URIAH YOTH

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Frilled Sea Serpent



Creature — Serpent

5 **●** **●**: Frilled Sea Serpent can't be blocked this turn.

"Reel it in. No, wait! Throw it back!"

—Gertrude, deep-sea angler

4/6

056/280 C M19 • EN STEVEN BELLEON

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Hostile Minotaur



Creature — Minotaur

Haste (*This creature can attack and ⚡ as soon as it comes under your control.*)

The bellow of a minotaur always translates to "charge."

147/280 C M19 • EN JOE SLICHER

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3/3



**Cavalry Drillmaster**Creature — Human Knight **M19**

When Cavalry Drillmaster enters the battlefield, target creature gets +2/+0 and gains first strike until end of turn. (*It deals combat damage before creatures without first strike.*)

2/1

008/280 C M19 • EN SŁOMYER MANIAK

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